

Collision

```

Collision {
    eventIn    MFNode  addChildren
    eventIn    MFNode  removeChildren
    exposedField MFNode  children    []
    exposedField SFBool  collide     TRUE
    field      SFVec3f  bboxCenter   0 0 0    # (-,)
    field      SFVec3f  bboxSize     -1 -1 -1  # (0,) or -1,-1,-1
    field      SFNode   proxy        NULL
    eventOut    SFTime  collideTime
}

```